TRENCH CRUSADE

+ Warband Roster Sheet +

Warband Name

Faction

Variant

Pay Chest

Glory Points

Insignia

Warband Chronology*

Armoury

*Written by a highly unreliable narrator

‡ Elites ‡

Name ______ Type ______ Keywords ______

Experience
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Movement	Ranged	Melee	Armour	Ducats

Abilities:
Equipment:
Injuries: Scars ☐ ☐

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† Troops †

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Notes

! Glorious Deeds !

Players score one Glory Point for every model that completes any of the following Glorious Deeds.
Victory Points for these can only be gained once – whichever player completes them first gets the Glory!

☐ Blood Sacrifice: One of your models takes out of action at least three enemies during the Battle.

☐ Bodyguard: The model you nominated as the one to be kept alive is not taken out.

☐ Cast them Down: Make an enemy fall from a height of 3”+ thanks to your action (shooting, melee, Supernatural Power etc.).

☐ Daring Raid: Attacker completes this Glorious Deed if they Destroy 1 Objective Marker in the Opponent’s Deployment Zone.

☐ Good Hunting: Take out an enemy in a Trench with a ranged attack at Long Range.

☐ High risk, High Reward: Your nominated model to be kept alive takes out one of the target enemy ELITES.

☐ Hold your Ground: Pass a Morale Test.

☐ Kill their leaders: Take out all the ELITES you nominated as targets.

☐ King of the Hill: Control all three Objectives at the same time.

☐ Lead the Charge: Charge an enemy model with two or more models this Turn and take that model Out of Action at the same Turn.

☐ Lord of War: Take 2+ enemy models Out of Action in a single turn with Melee attacks with one of your own models.

☐ Protect the Relic: Take out an enemy that is touching one of the Reliquary Markers.

☐ Rampage: Attacker completes this Glorious Deed if a single model destroys 2+ Objective Markers.

☐ Relic Hunter: One of your models claims at least two Reliquary Markers during the game.

☐ Save the Supplies: Defender completes this Glorious Deed if 4 or more Supplies are left at the end of the 4th Turn.

☐ Sharpshooter: Take out an enemy in Cover while shooting from Long Range.

☐ Sniper: Take out an enemy Elite with a shooting Attack.

☐ Stop them in their Tracks: Defender completes this Glorious Deed if they take an enemy model Out of Action in the Attacker’s Deployment Zone

☐ Suicidal Bravery: Charge two enemy models with one of yours during a single Activation.

☐ Throw them back: As a Defender, take an enemy in a Trench Out of Action when there were no Defenders in the Trench before you activated the model that takes the enemy out.

☐ Victory of Death: Win the Battle.

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